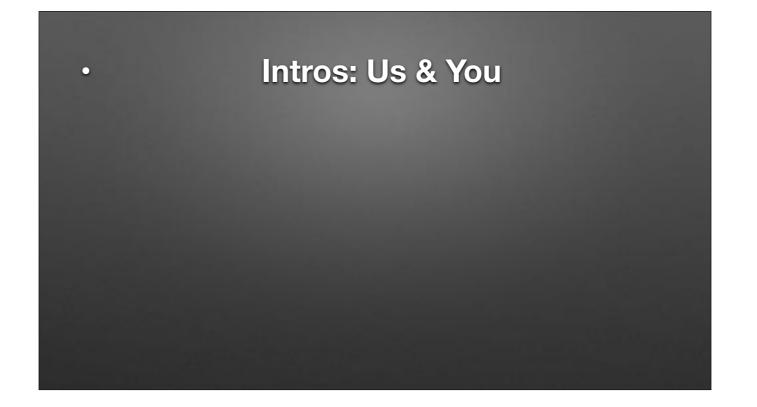


Outline

- Intros: Us, You, the micro:bit
- ★ Setup
- ★ "Hello, World!": First Program
- ★ Programming: Logic & Action
- ★ Broadcast Basics

- ★ Awesome Audio & Motor Mayhem
- ★ Bluetooth Basics & Phone Phun
- \star Extensions & Graphing
- ★ Cutting the Cord
- Conclusions



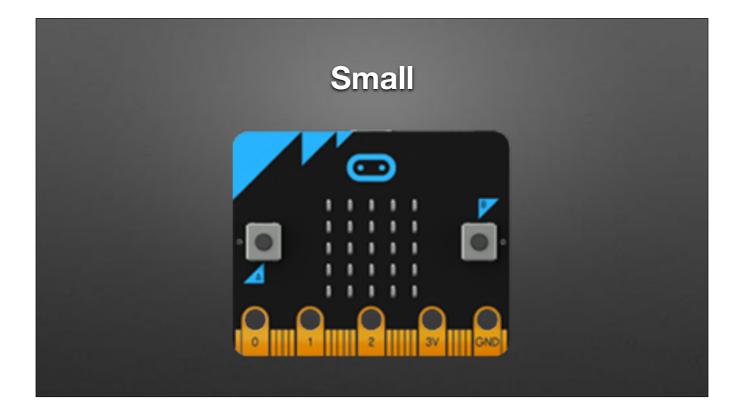




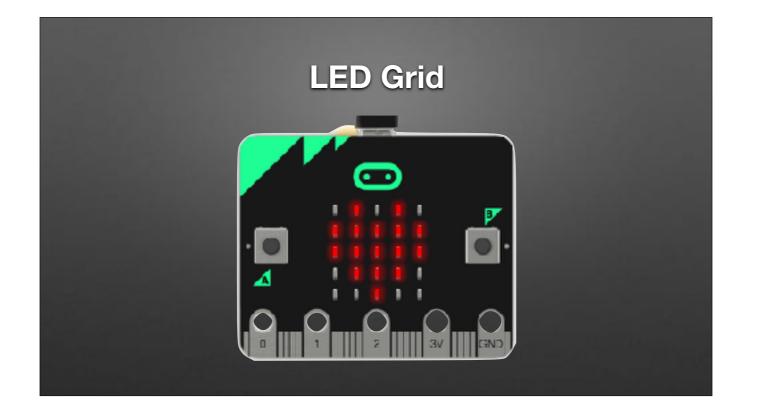


<section-header> Intros: Us & You Us You: Roll Call & Intros Who has Chrome? Who has an iOS Device with the App? Pair programming – pair up!

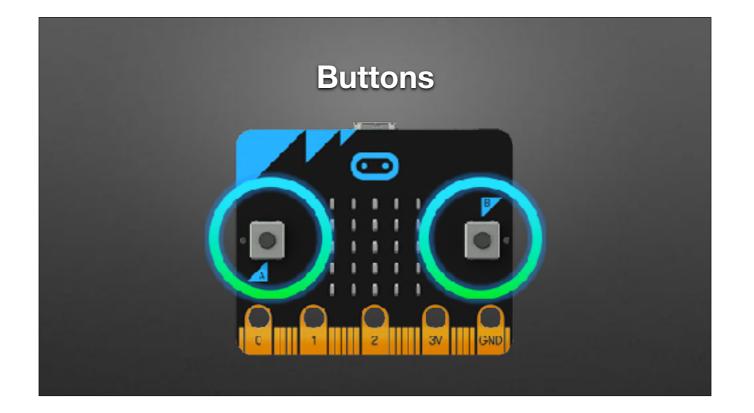




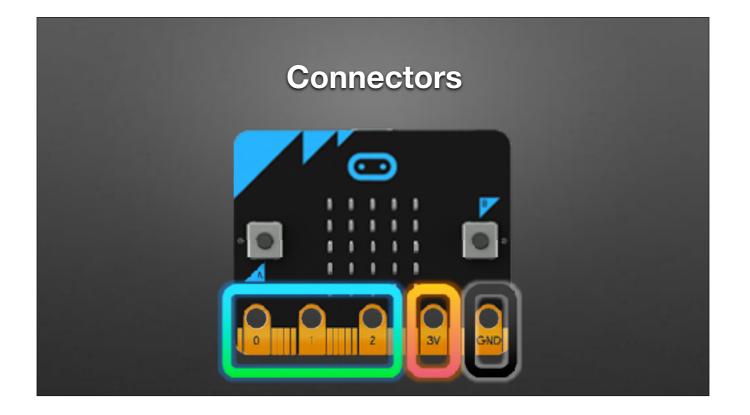
5xm x 4cm Artwork source: <u>http://microbit.org/images/microbit-features-temp.png</u>



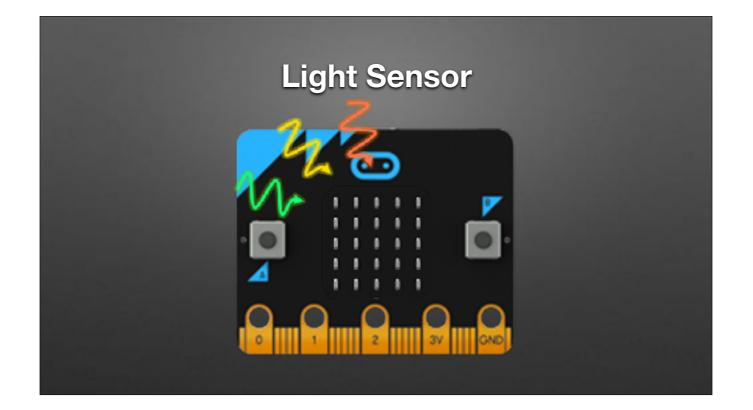
5xm x 4cm



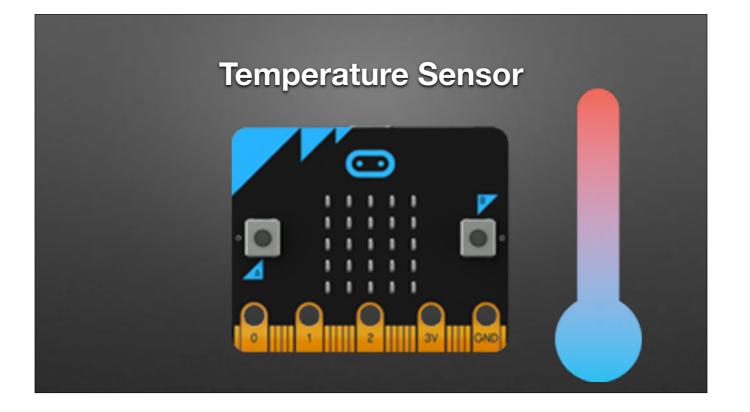
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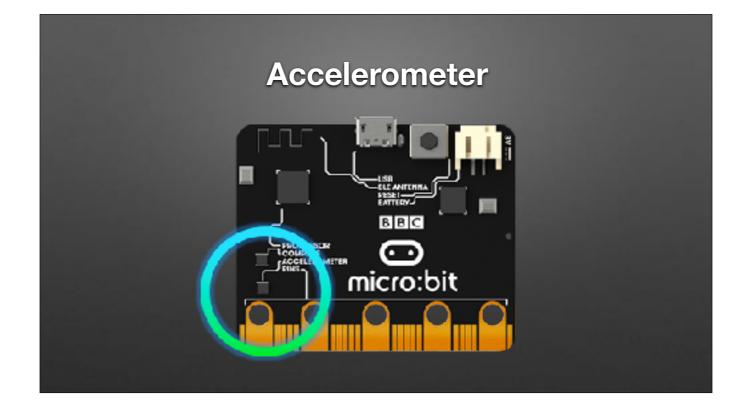
Artwork source: <u>http://microbit.org/images/microbit-features-pins.png</u>



Artwork: http://microbit.org/images/microbit-features-light.png

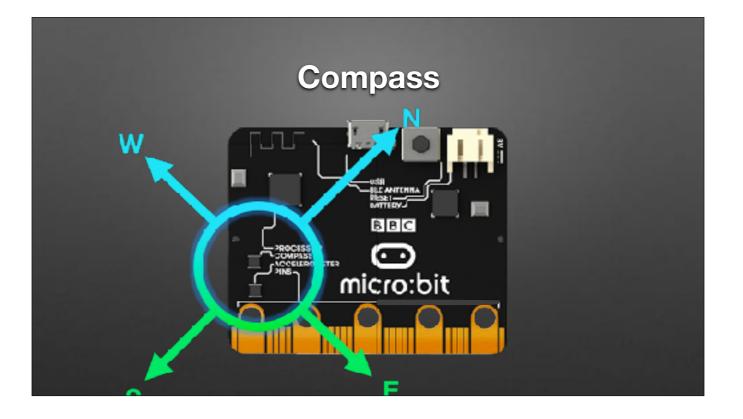


Within about 2 degrees C (die temperature) Artwork source: <u>http://microbit.org/images/microbit-features-temp.png</u>



Detect/respond to tilt/tip/shake/etc.

Artwork source: http://microbit.org/images/microbit-features-accelerometer.png

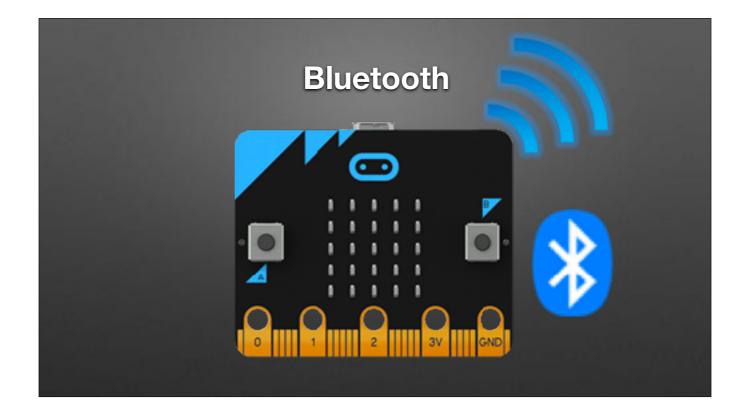


5xm x 4cm

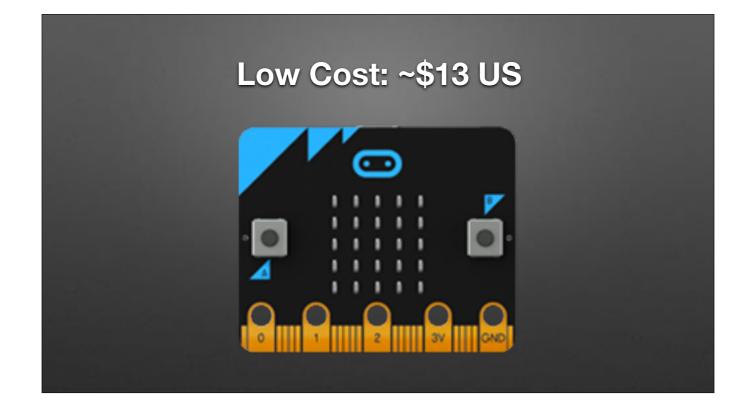
Artwork source:http://microbit.org/images/microbit-features-compass.png



5xm x 4cm Artwork source: http://microbit.org/images/microbit-features-radio.png



Bluetooth: It can talk to mobile devices!!! Artwork source: <u>http://microbit.org/images/microbit-features-bluetooth.png</u>

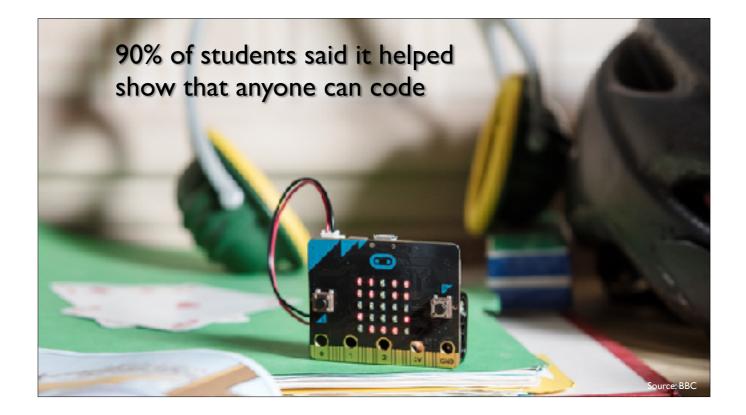


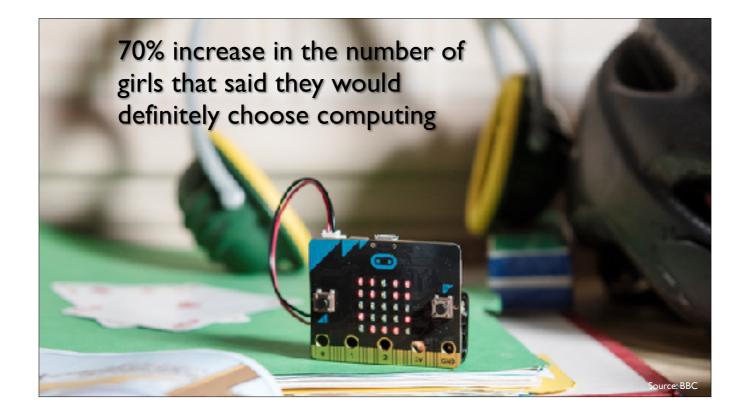
Artwork source: http://microbit.org/images/microbit-features-temp.png



Thanks to The Micro:bit Educational Foundation and Hal Speed for the following slides. (Hal is Chief of Global Engagement; Micro:bit foundation is a non-profit)





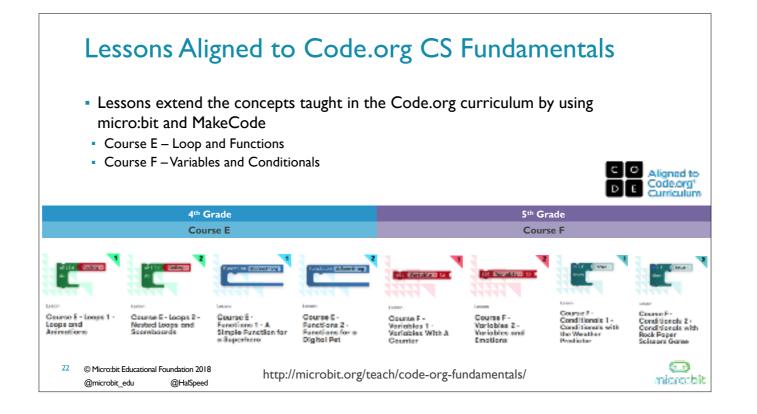


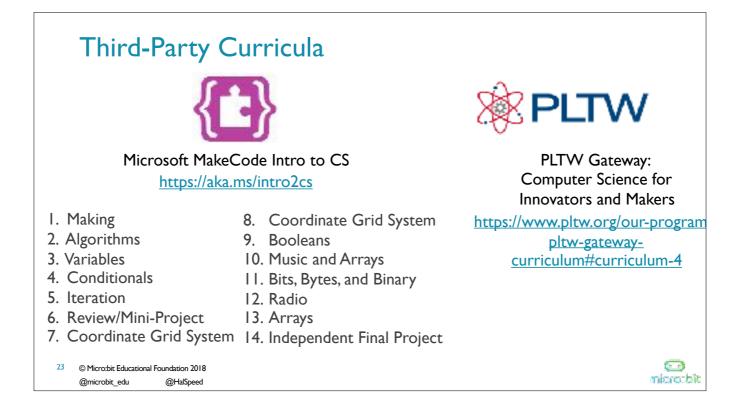
2016 Micro:bit Educational Foundation Formed

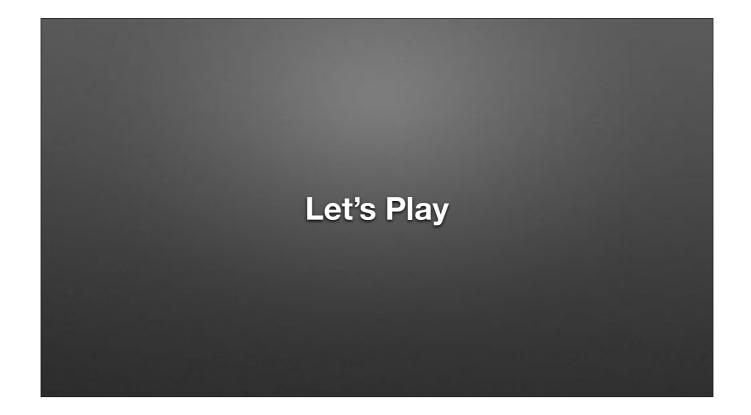
To empower children, parents and teachers around the globe to learn and innovate using the micro:bit

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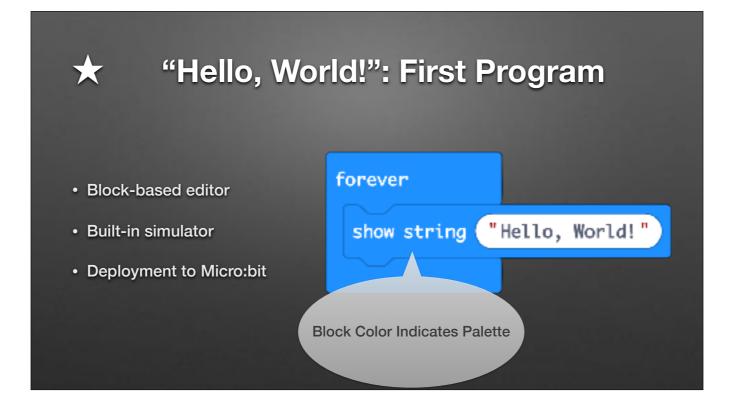




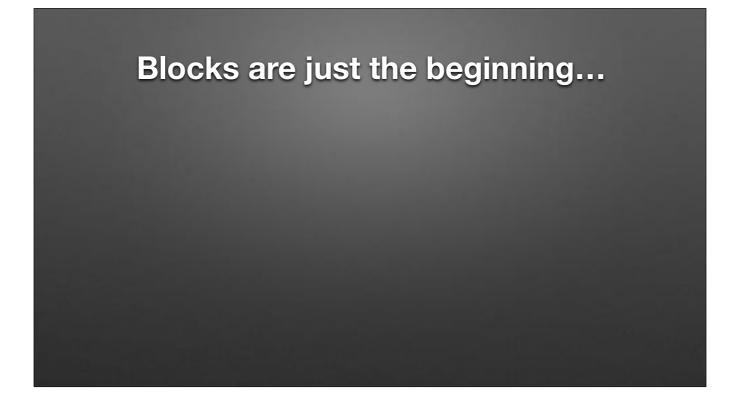
Block area













Blocks are just the beginning...

- JavaScript
- Python w/ REPL

Blocks are just the beginning...

- JavaScript
- Python w/ REPL
- Arduino / C++

Blocks are just the beginning...

- JavaScript
- Python w/ REPL
- Arduino / C++
- Commercial IDEs / C++





Workshop Format

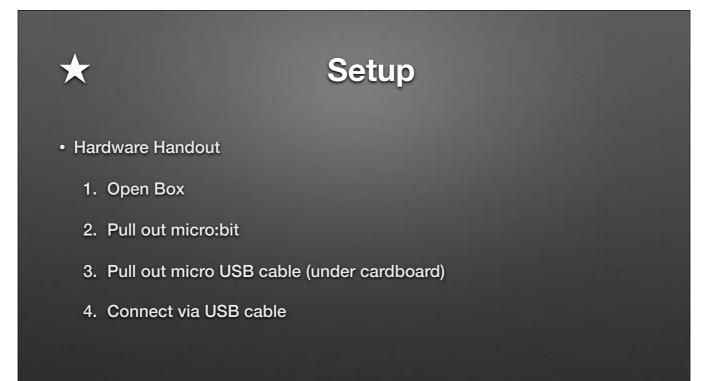
- Moderate pace with small examples
- Only covering blocks-based approach

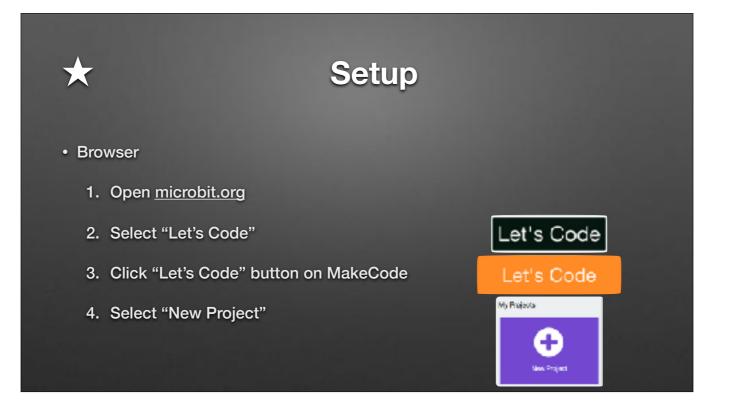
Workshop Format

- Moderate pace with small examples
- Only covering blocks-based approach
- Will cover many "building blocks", but not much depth

Workshop Format

- Moderate pace with small examples
- Only covering blocks-based approach
- Will cover many "building blocks", but not much depth
 - Putting pieces together for awesome projects left as an exercise for you...

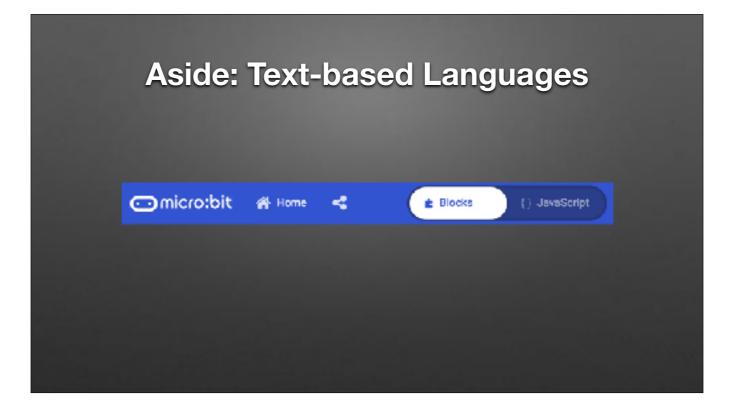








Personalization!			
Hello Bill / Hello Michael / Hello			
	forever		
	show string	'Hello SIGCSE!"	







Aside: Storage

• Projects are stored in the cloud

• No accounts (by default, but GitHub repositories can be used)

Aside: Storage

- Projects are stored in the cloud
- No accounts (by default, but GitHub repositories can be used)
- Based on *machine you're on*!

Aside: Storage

- Projects are stored in the cloud
- No accounts (by default, but GitHub repositories can be used)
- Based on *machine you're on*!
- But...Downloaded files can be restored via Drag & Drop!







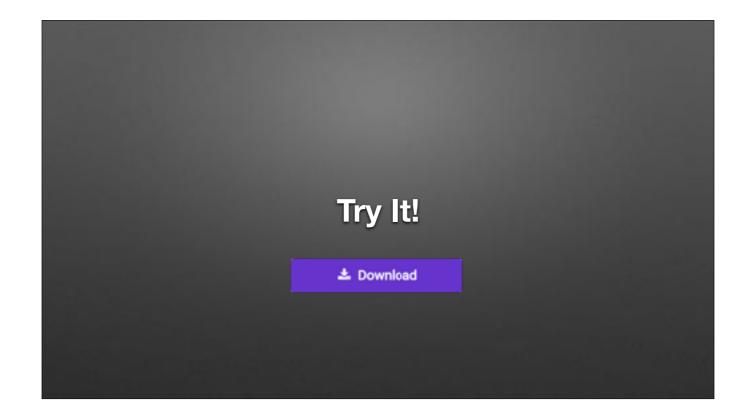




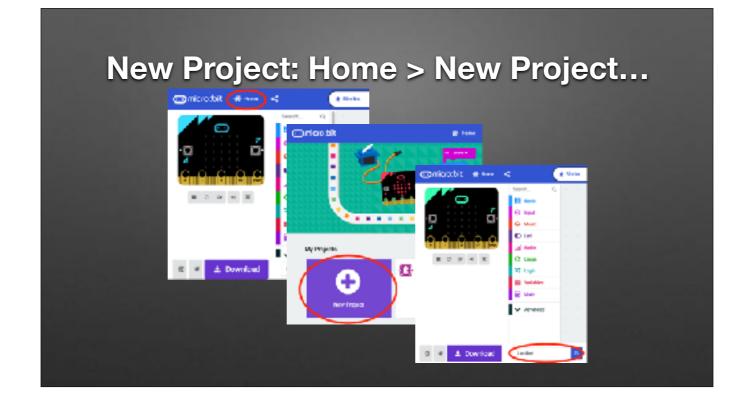


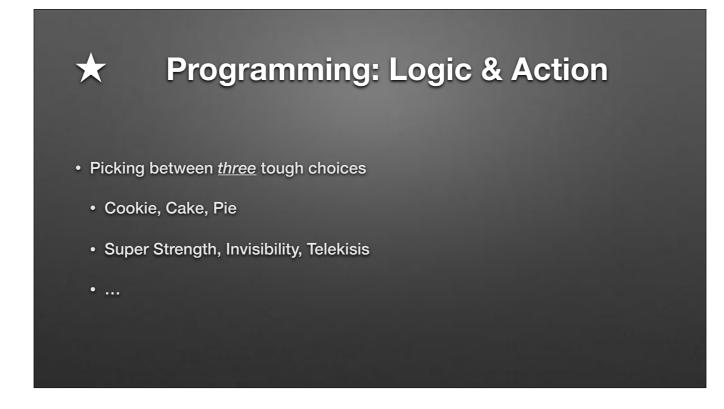








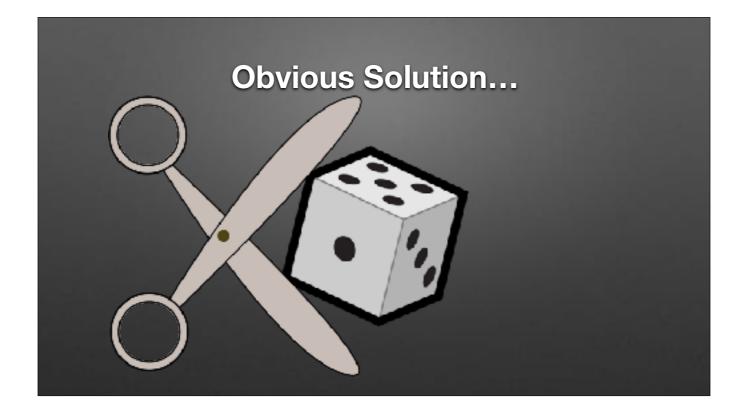




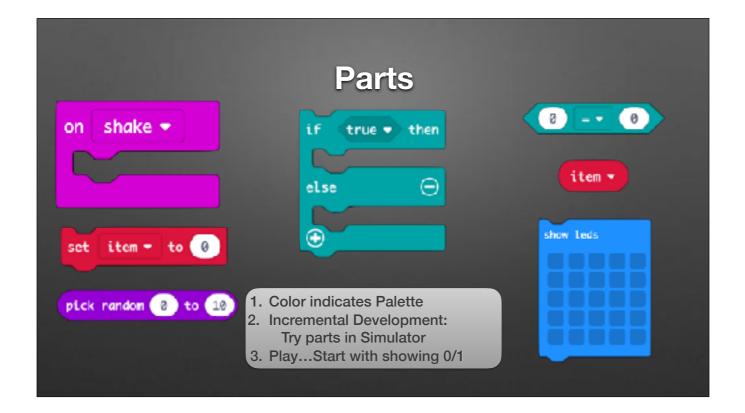
CS...Int division; Mod; Etc.

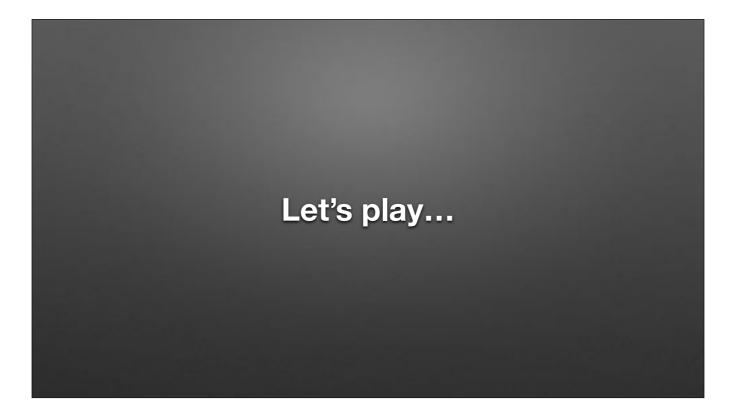




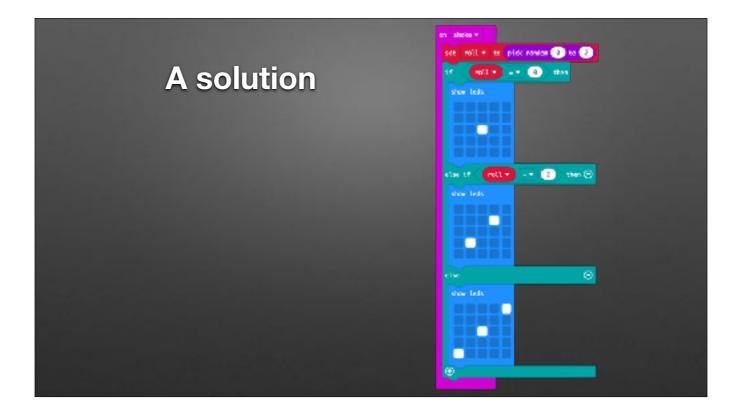




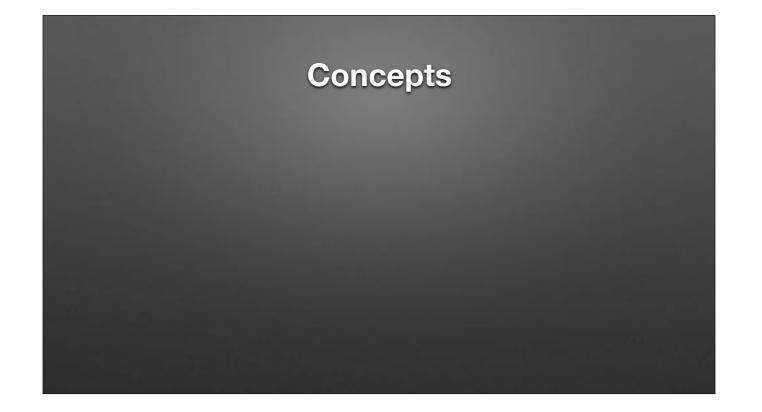


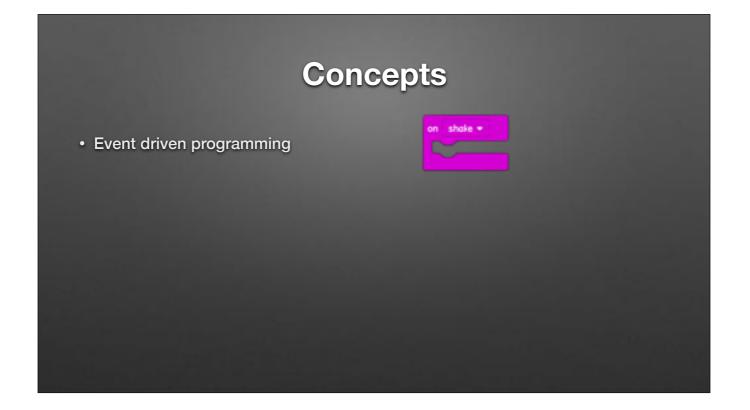


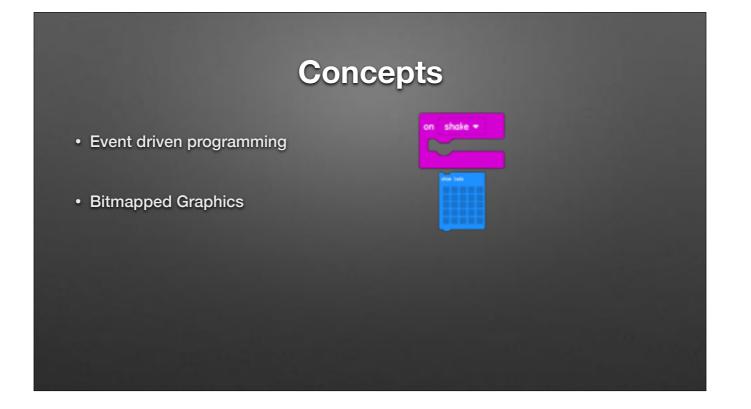
Get started w/ Shake & Show Random Number

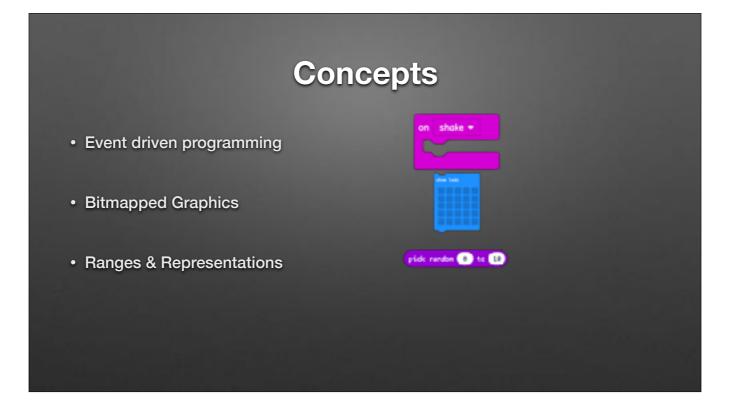


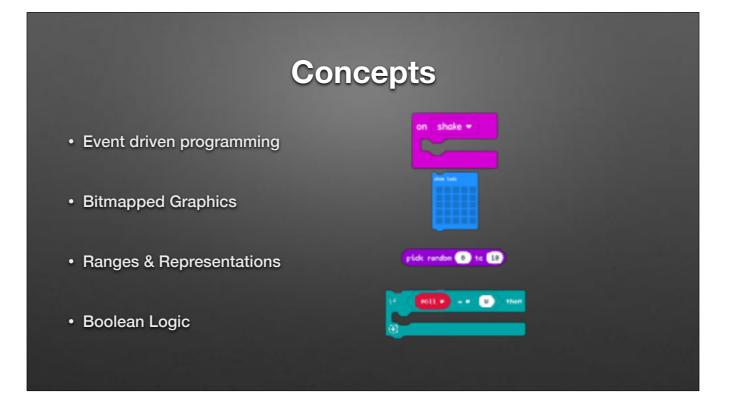
Full Program: 03-Roll.hex







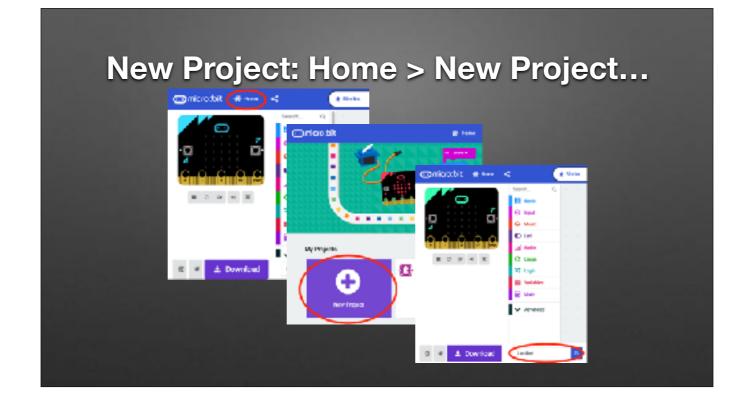




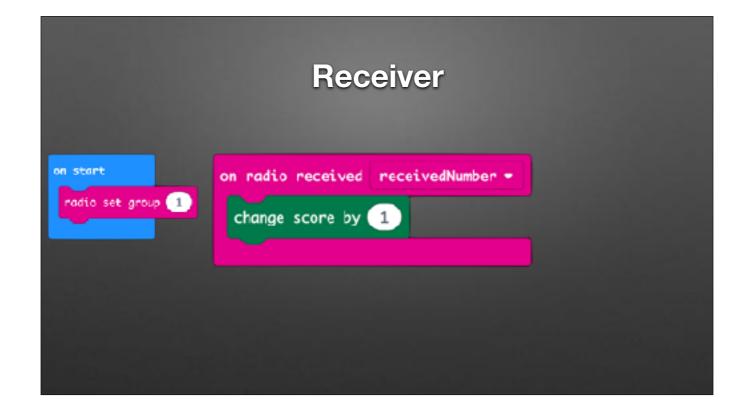


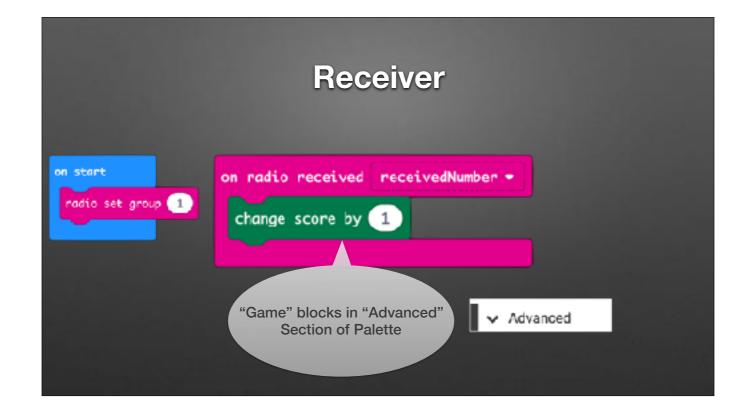
Great...but all concepts can be done with scratch.





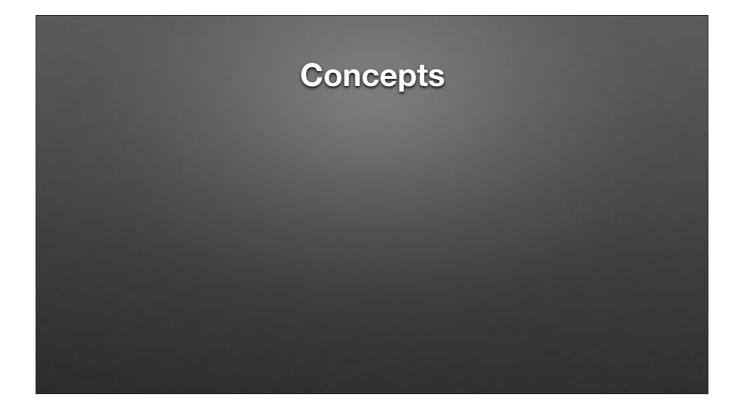


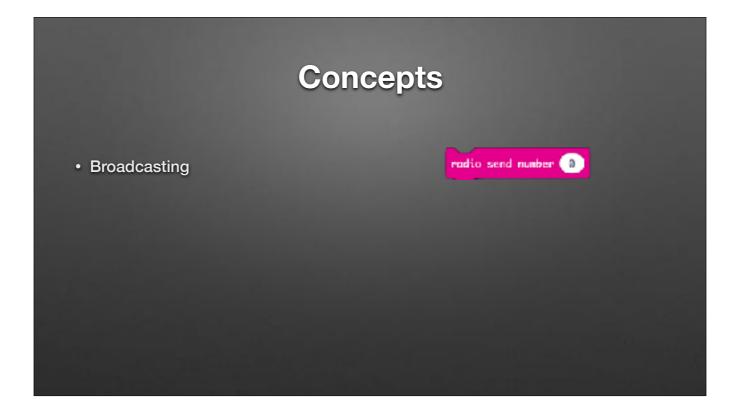


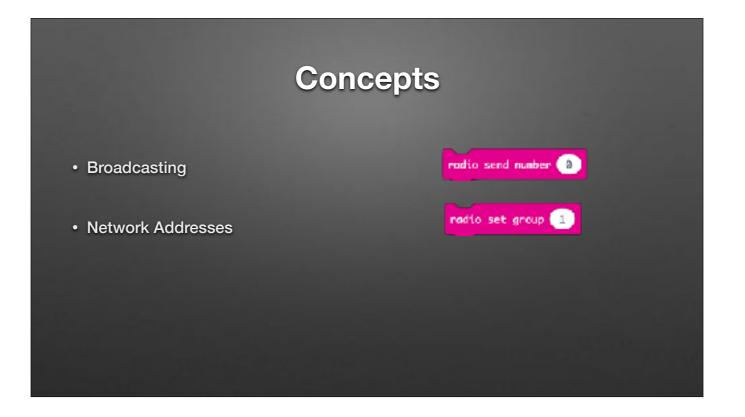


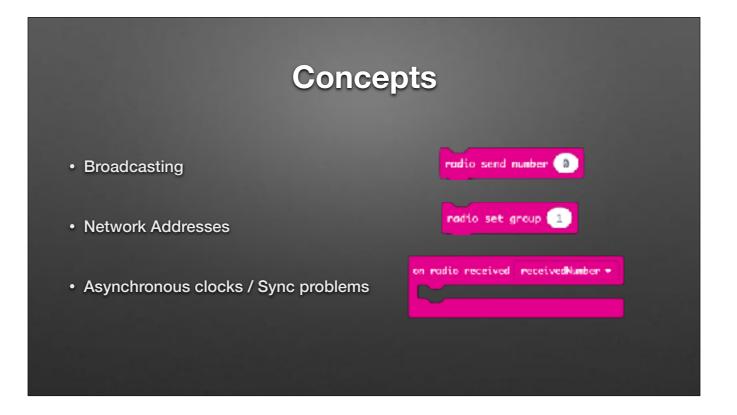
on radio receiv	ved receivedN	umber 🔻	
change score	by 1		
on button A • radio send nu			
on start radio set gro	040 1		

Full Program: 04-FullAutoBroadcaster.hex

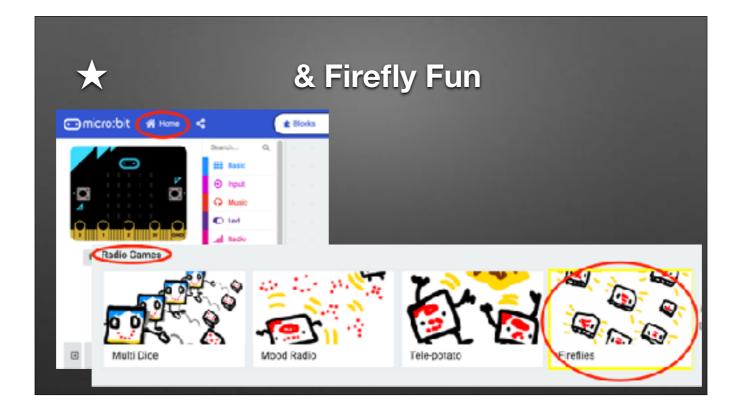


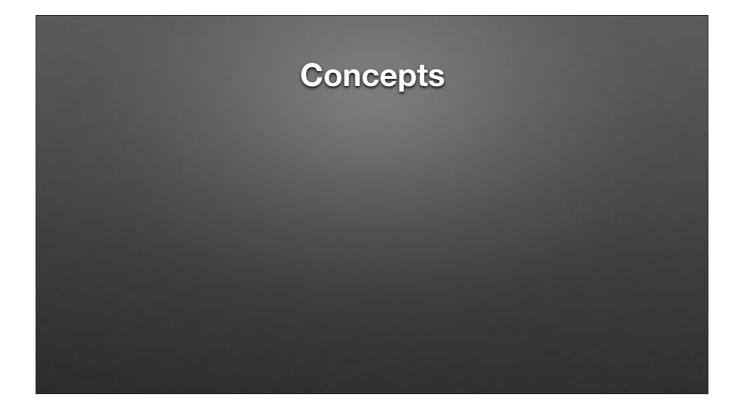


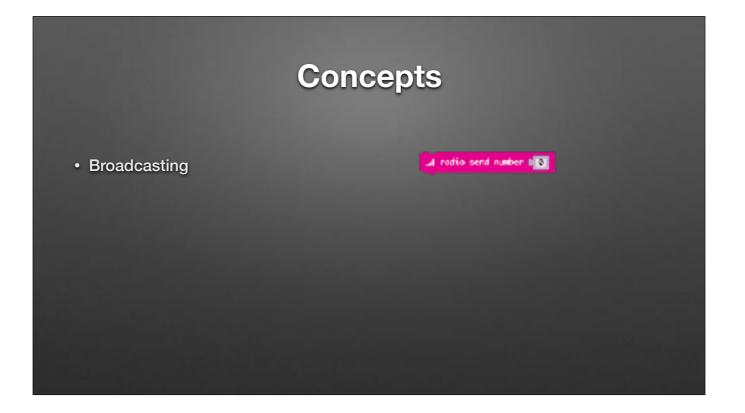


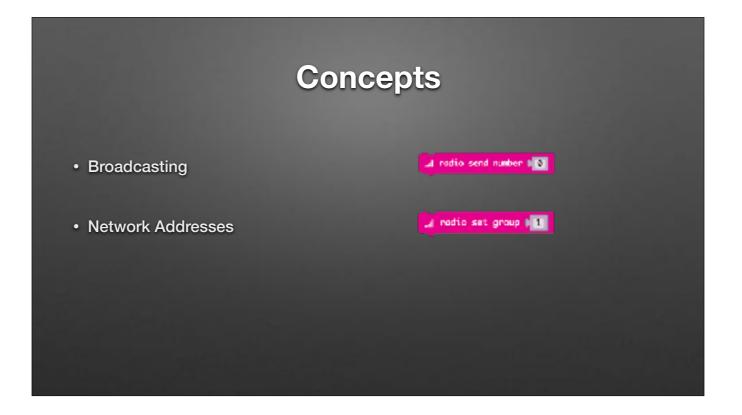


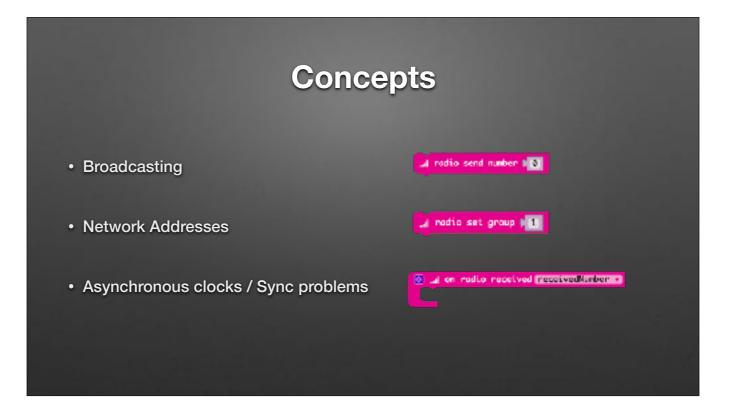




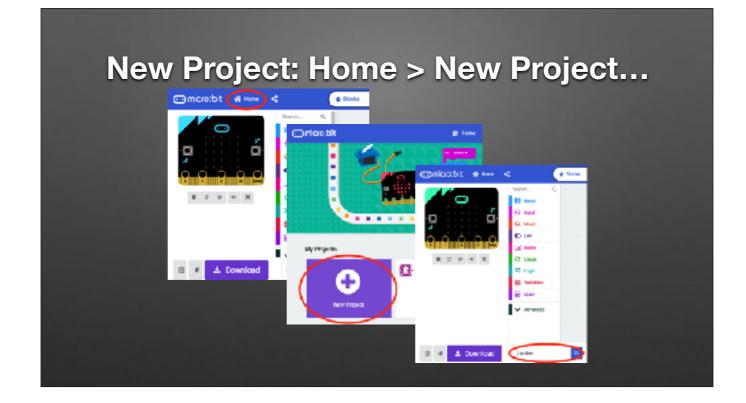




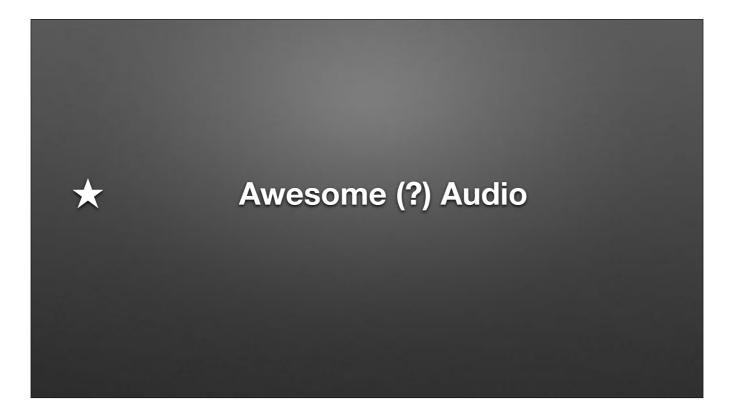






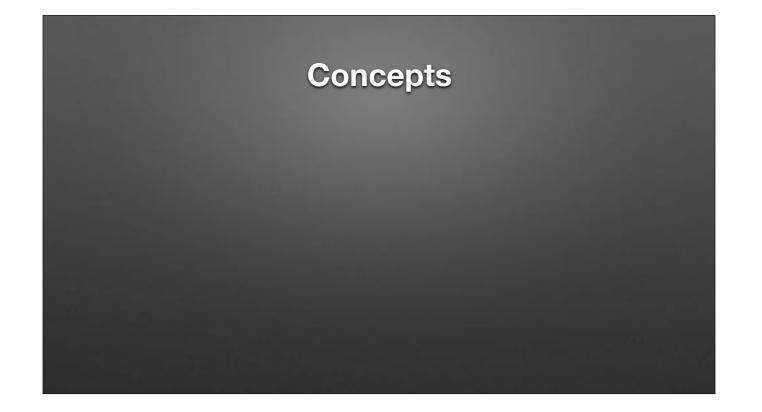


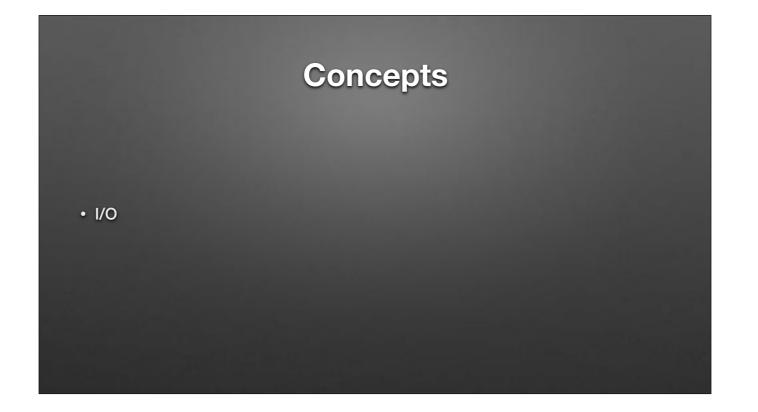


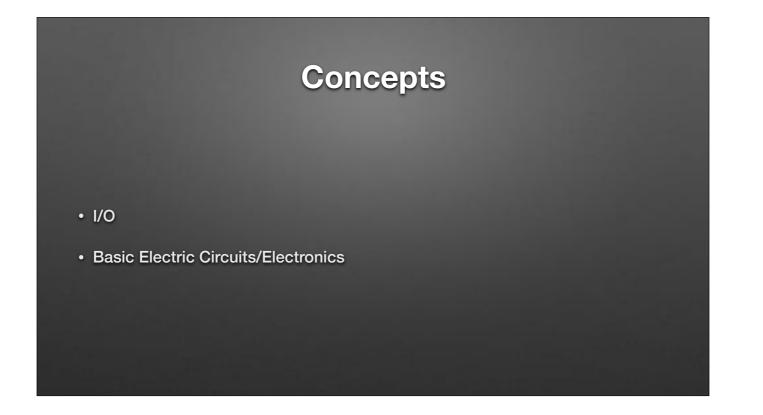


Show an example of playing a note / Using Clips to connect to headphones









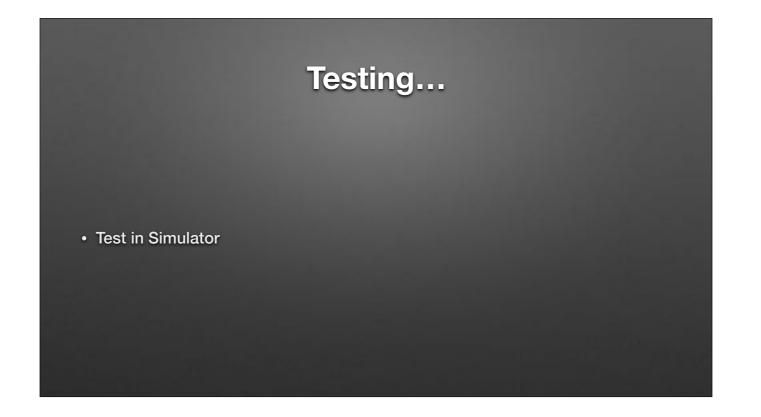


*	Motor Mayhem An Intro to Servos
	on button A - pressed servo write pin P0 - to 0
	on button B - pressed
	servo write pin P0 → to 120

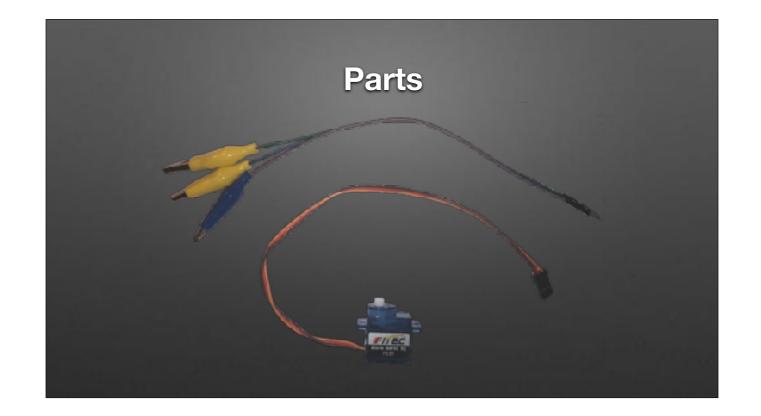
Program

*	Motor Mayhem An Intro to Servos on button A - pressed
	servo write pin P0 ∓ to 0 on button B ∓ pressed
	servo write pin P0 - to 120
	These servos are limited to 0-120°

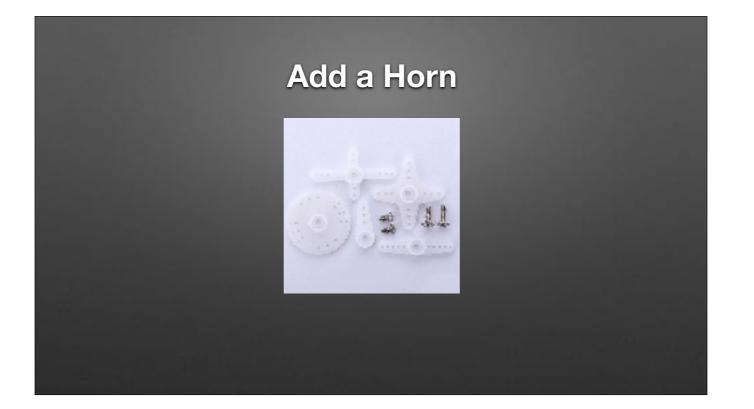
Program



TODO: Add picture





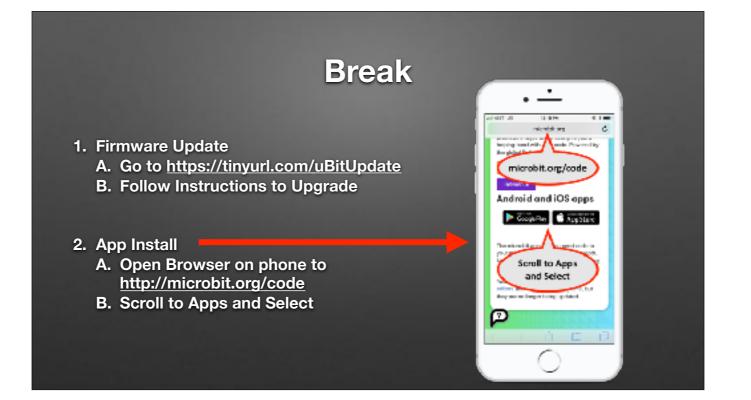


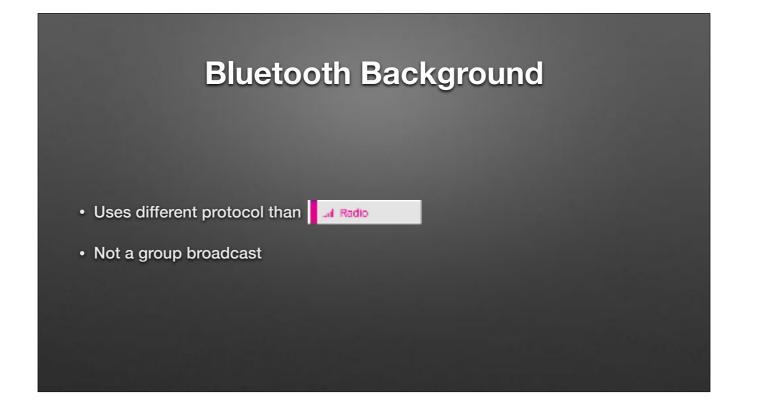
Pic Source: https://www.amazon.com/gp/product/B07CM87WBQ/ref=ppx_yo_dt_b_asin_title_o03_s00?ie=UTF8&psc=1

Clip to micro:bit

- Match <u>color on Servo</u> to pad <u>name on micro:bit</u> (clip colors don't matter)
- Brown on Servo to GND on micro:bit
- Red on Servo to 3V on micro:bit
- Orange on Servo to 0 on micro:bit



















Bluetooth Basics

- Bluetooth has various levels of security
- "Pairing" Forming a "permanent" bond (Exchanging security info. once and storing it)
- Block editor supports three types
 - No pairing ("insecure" we'll use this)
 - Just Works (default; pretty safe)
 - Passkey Pairing (more secure)

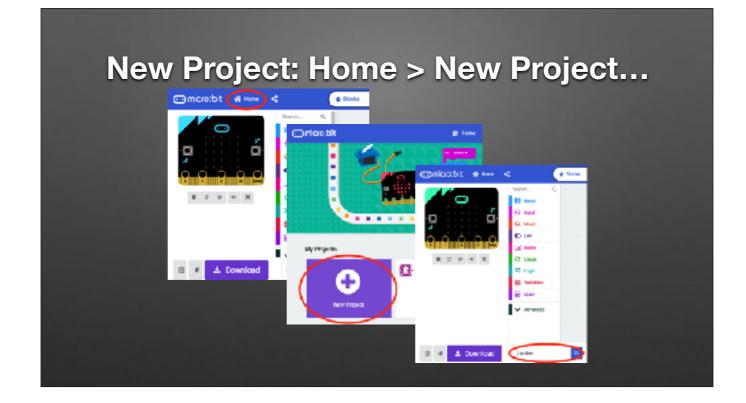


Follow instructions to pair. NOTE THE NAME of your Micro:bit!!!! Will need it later



Follow instructions to pair. NOTE THE NAME of your Micro:bit!!!! Will need it later







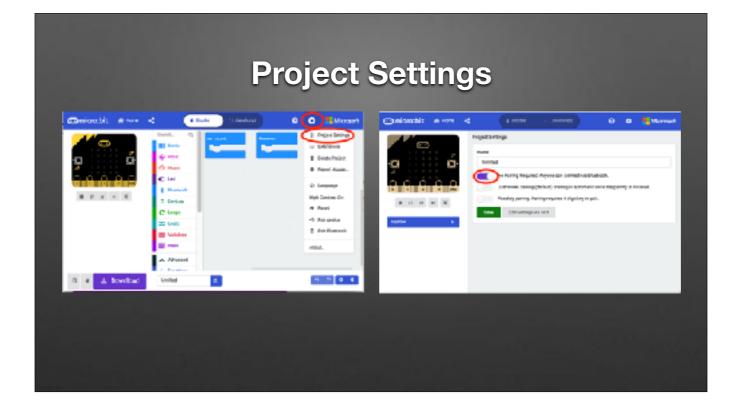
FIXME



FIXME

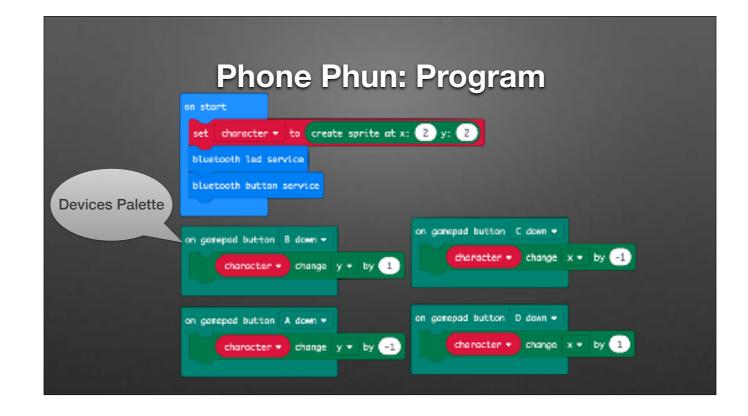


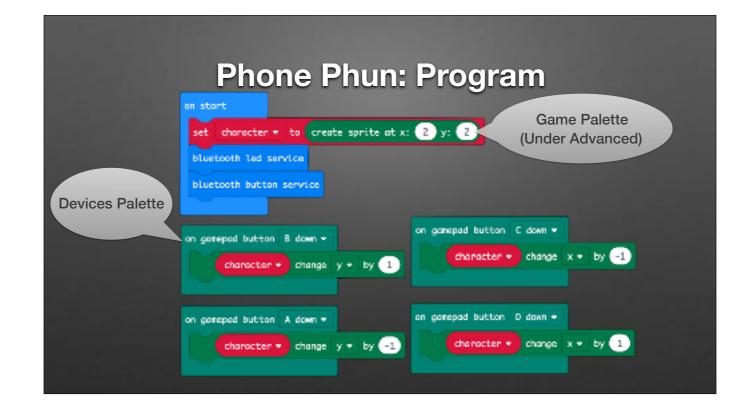
Pairing only works prior to installing a bluetooth sketch. May need to re-load a blank sketch and then start pairing process. Each sketch will need this setting. Need to know name of YOUR microbic

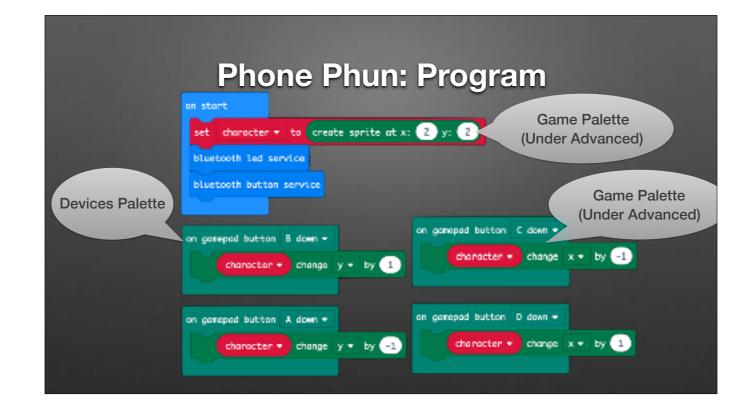


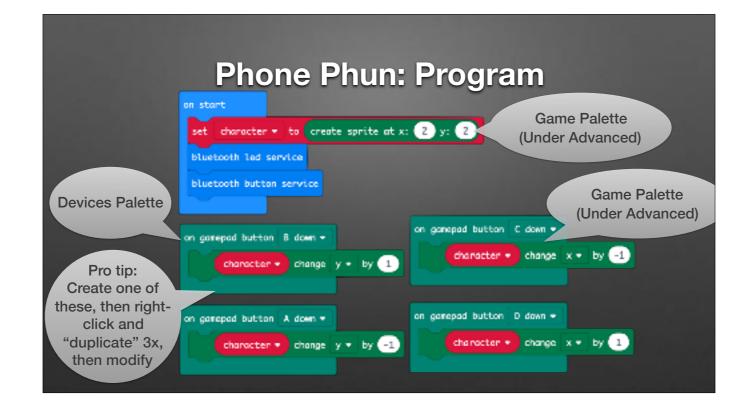
Pairing only works prior to installing a bluetooth sketch. May need to re-load a blank sketch and then start pairing process. Each sketch will need this setting. Need to know name of YOUR microbic

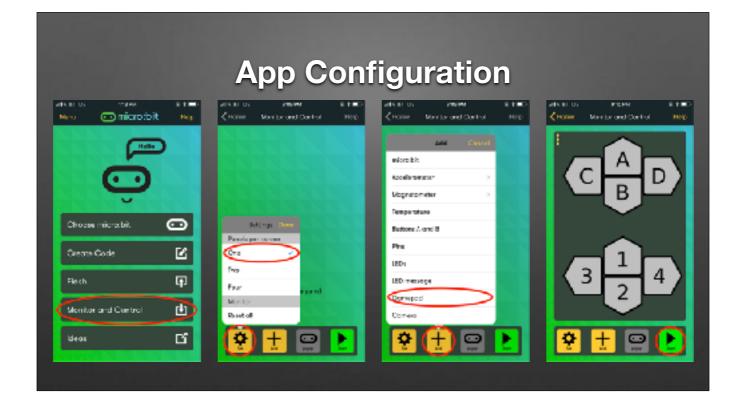




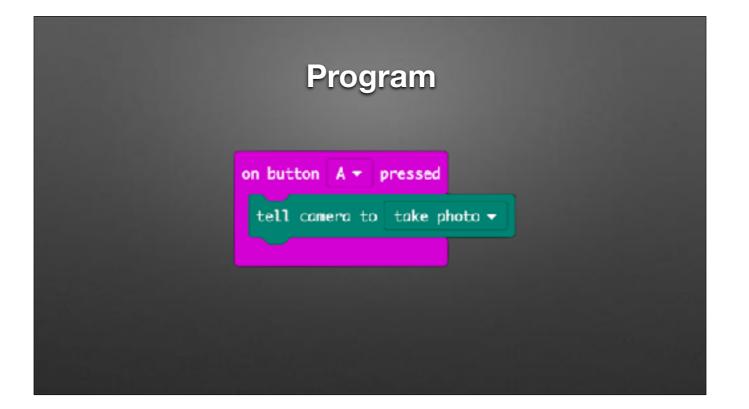




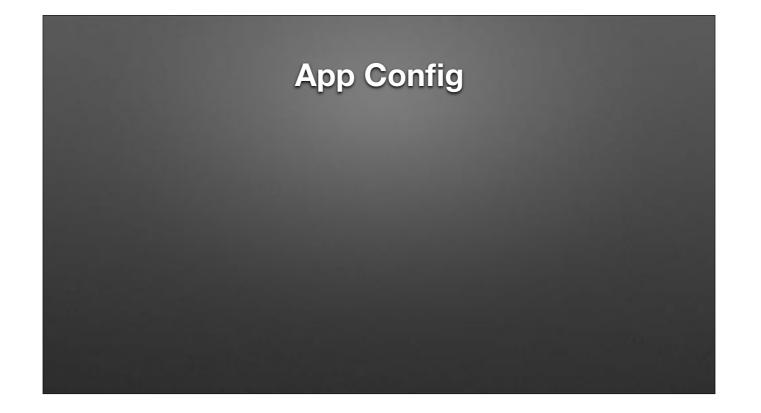








Full program: 08-Selfie.hex





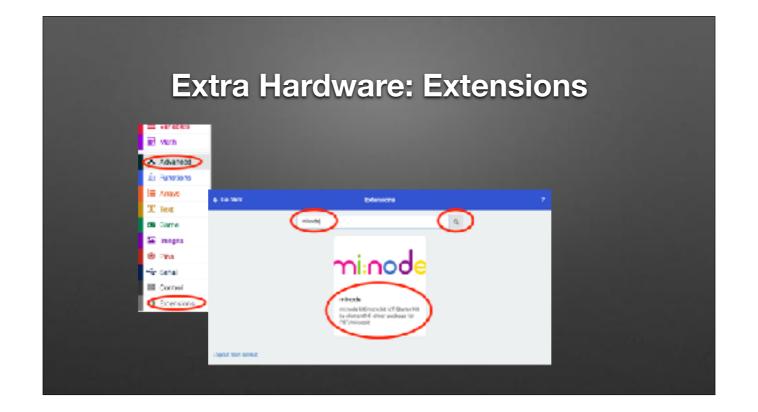


Extra Hardware: Extensions

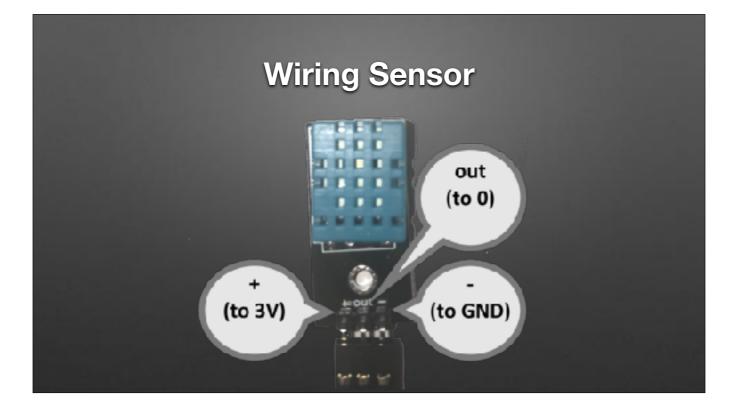
- Extensions...extend
 - Additional hardware support (today)
 - Additional simulator features



FIXME

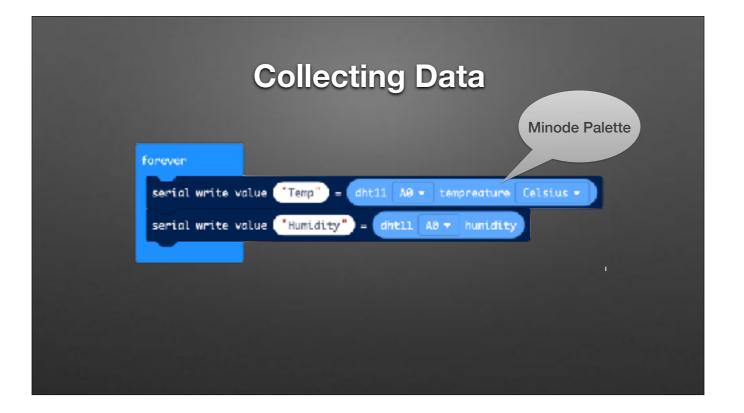


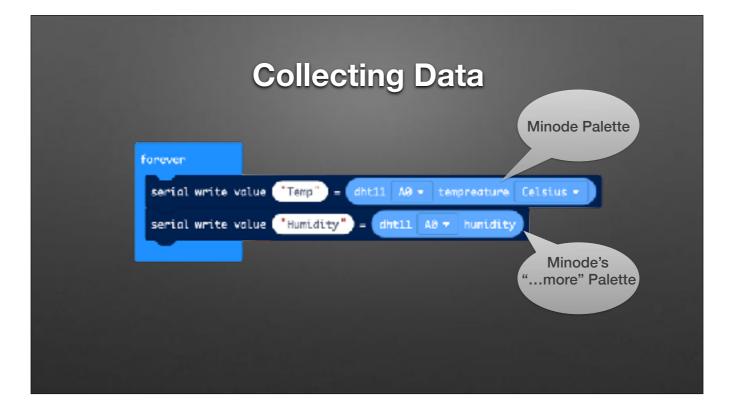
FIXME

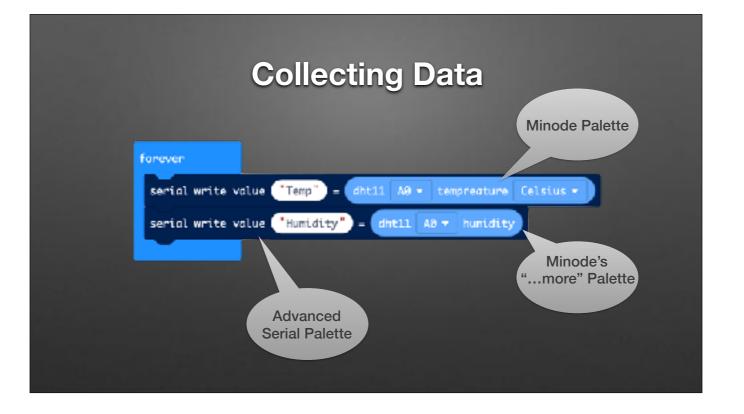


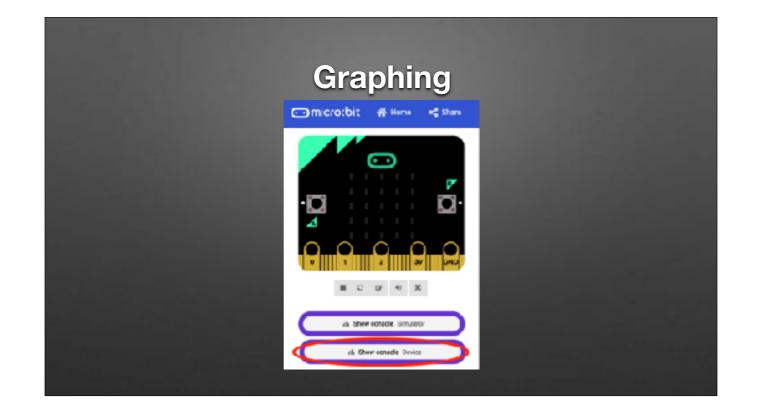
TODO





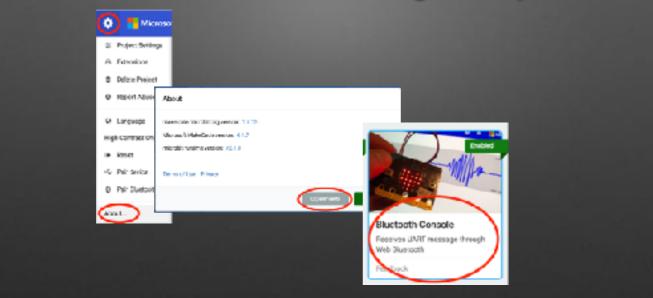








Bluetooth Streaming: Setup



Bluetooth Streaming: Program

an start bluetooth wart service forever bluetooth wart write value "a.x" - acceleration (ng) x * bluetooth wart write value "a.z" - acceleration (ng) y * bluetooth wart write value "a.z" - acceleration (ng) x * bluetooth wart write value "a.z" - acceleration (ng) x *	bluetooth wart service forever bluetooth wart write value "a.x" - occeleration (ng) x = bluetooth wart write value "a.g" - occeleration (ng) y = bluetooth wart write value "a.g" - occeleration (ng) z = bluetooth wart write value "a.g" - occeleration (ng) z =			
blustooth wart write value "a.x" - acceleration (ma) x = blustooth wart write value "a.y" - acceleration (mg) y = blustooth wart write value "a.z" - acceleration (mg) z = blustooth wart write value "str" - acceleration (mg) strength =	blustooth wart write value "a.x" - occeleration (mg) x + blustooth wart write value "a.y" - occeleration (mg) y + blustooth wart write value "a.z" - occeleration (mg) x + blustooth wart write value "str" - occeleration (mg) strength +	bluetooth wort service	*	
blustooth wart write value "a.y" - occeleration (mg) y + blustooth wart write value "a.z" - occeleration (mg) z + blustooth wart write value "str" - occeleration (mg) strength +	bluetooth wart write value "a.y" - occeleration (mg) y * bluetooth wart write value "a.z" - occeleration (mg) z * bluetooth wart write value "str" - occeleration (mg) strength *	forever		
blustooth wart write value "a.z" - occeleration (mg) z - blustooth wart write value "str" - occeleration (mg) strength -	blustooth wart write value (a,z) - (coceleration (ng) z +) blustooth wart write value (str) - (coceleration (ng) strength +)	blustooth wart write	value ("a.x") - (ccceleratio	an (ng) x =
blustooth wart write value "str" - ecceleration (mg) strength *	bluetooth wart write value "str" - (ccceleration (mg) strength *	blustooth wort write	volue ("a.y") - ecceleratio	n Ceg) y =
		blustooth wart write	value ("a.z") - (cooleratio	n (ng) x -
			value ("str") - (ccceleratio	on (hg) strength *

Full Program: 12-WirelessAccel.hex



